Planets D6 / Canuckia

Canuckia

Canuckia is a cold and bitter world located in the Colonies region of the galaxy. It was originally settled during the Old Republic's first great expanse from the Core sectors by a group of odd colonists who landed on the wrong planet (the target world being several parsecs across the sector).

The native Canuckians (a near-human species that evolved from the first human settlers to survive in the frigid enviroment) lack sufficiently behind in technology and trade due in part to the natural condition of their homeland and due to the fact that Canuckians are widely known across the Colonies as "thieves." Everything the Canuckia has to offer in the way of starships, space stations, electronics, weaponry, etc. has all either been stolen directly or indirectly (copied designs).

In order for the local Canuckians to feed themselves sufficiently, each town sends out hunting teams consisting of the most burly and least intelligent males. This hunting team will trek for months across the frozen tundras in search of Warl packs. The Warl are a large, slow-moving mammal with enough meat to feed several families for weeks.

Those Canuckians lucky enough to live in the handful of semi-major cities scattered across the more temperate regions of the planet live their day-to-day lives much like anyone else. Working hard for little pay and sending their children to academies to educate them.

The Canuckian goverment is a loose confederacy of provinces and territories ruled by an elected official known as a president. However, one province called Quebecia, has been attempting to break out of the confederacy ever sinces its foundation but the Quebecian population hasn't been able to dish out the majority vote required by Canuckian law to allow them out of the confederacy.

The Quebecians claim that the cultural differences between Quebecia and the rest of Canuckia should be enough for them to leave the confederacy. One notable Canuckian legislator was quoted as saying, "The Quebecians do not know what they want, eh. Half of them want to leave and the other half want to stay, eh. What's one to do, eh?" It is still unclear as to where the Quebecian subculture arose from, most Canuckians claim that the Quebecians are most likely a result of the Old Republic testing chemical weapons over Quebecia while the Quebecians refuse to talk about their origins.

Those within the Quebecian province are perhaps a bit more eccentric than the average Canuckians. They speak a strange language which itself is a

primitive dialect of a language spoken in the Franch-Perisan star system across the sector. The Quebecian government passed several laws making it illegal to work without the proper permits which require that the person applying speak the Quebecian language fluently.

During the Clone Wars, the Canuckians were more than happy to donate their entire military force to the Republic - a single antique repulsortank with a faulty repulsorlift engine. The Canuckians took great pride in aiding in a galactic-wide conflict and many older Canuckians who can still remember the Clone Wars will brag endlessly about their planet's contribution to anyone willing to listen.

In a strange ritual observed by nearly forty percent of all Canuckians, the head of the Canuckian family shall banish the elderly within their family for up to six standard months to the Core world of Floridia. Some look upon this act as cruel abandonment while others see it as a generous six month paid vacation as Floridia is known widely for its pleasantly warm enviroment as well as their open tourism policies.

Anyone visiting Canuckia should take note of the extremely cold temperature and be prepared to dig their starships out of the snow if landing in an unsheltered area.

Type: Ice world
Location: Colonies
Temperature: Frigid
Atmosphere: Type II (breath mask suggested due to frigid temperatures)
Hydrosphere: Wet
Gravity: Standard
Terrain: Glacier
Length of Day: 24 standard hours
Length of Year: 365.25 local days
Sapient Species: Canuckians (N)
Starport: Standard
Population: 531,535,000 (estimated)
Planet Function: Homeworld
Government: Confederacy
Tech Level: Space
Major Exports: Ice, elderly sapients
Major Imports: Coats, heaters, stolen technology

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